

CONSTANT PACE CARD GAME**ABSTRACT OF THE DISCLOSURE**

The present invention relates to a method for maintaining a relatively steady pace in a card game and enhancing the drama associated with the game, such as a poker game. The method may be used with virtually any poker game to maintain a relatively constant pace in a poker tournament. In essence, as play passes to a player, the player is given a predetermined time period within which to play the hand before a restriction or penalty is imposed on the player. By limiting the amount of time for a player to play a turn, the pace of card game will be relatively constant. In order to further enhance the interest of the viewing audience in the game, visual effects may optionally be provided to provide an indication to the players, as well as the viewing audience, of the time period.